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THE ATARI 400/800 USERS GROUP NEWSLETTER

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NOTE:

If you know of someone who might like to join our group,Please inform him/herof our club.

Thank You

COMPUTER NEWS

Rumors...

Centipede is coming out for the ATARI 400 or 800 VERY soon. We are almost positive of this rumor. For more information, watch the Newsletter!!!

In the news...

If you have an ATARI 800 WITH AN 810 Disk Drive, then you have the capability to get the AXLON RAM DISK. This gives you the following benefits:

PLUG-IN COMPATABILITY

128 K BYTES OF MEMORY

COMPATABLE WITH ATARI SOFTWARE

CAN BE USED AS AN ADDITIONAL DISK FUNCTION, UP TO 20 TIMES FASTER THAN DOS 2

CAN BE UTILIZED AS BANK SELECTABLE USER MEMORY

GOLD PLATED CONTACTS

90 DAY WARRANTY

Sounds great, huh!?!?

Atari puts out a Joystick called 'LE SHHHHHSTICK'. This stick goes for around \$40.00. The main attraction to this stick is that it has no base. All you have to do is wave it in the air!!!

SOFTVIEW

We've reviewed programs in this issue, so that you don't have to waste your money on bad programs. If you don't see what you want, write in, or look in forthcoming issues.

GHOST HUNTER(PAC MAN)-A

SOUND-VERY GOOD

GRAPHICS-EXCELLENT

COMPLEXITY-NOT MUCH

OPTIONS-MANY(KEYBOARD NOT USED DURING GAME)

COMMENT-GHOST HUNTER IS AN EXCELLENT GAME. I HAVE NEVER SEEN A CLOSER RESEMBLANCE TO THE COIN-OP GAME PAC-MAN.

SCRAM(NUCLEAR POWER PLANT SIMULATION)-B

SOUND-FAIR

GRAPHICS-VERY GOOD

COMPLEXITY-VERY COMPLEX(YOU MUST READ THE GIANT PAMPHLET)

OPTIONS-NONE(JOYSTICK ONLY)

COMMENT-SCRAM IS A VERY EDUCATIONAL GAME. IT'S EXCELLENT THE FIRST FEW TIMES THAT IT'S PLAYED, BUT THEN IT GETS BORING

CAVERNS OF MARS(SCRAMBLE)-A

SOUND-VERY GOOD

GRAPHICS-EXCELLENT

COMPLEXITY-NOT MUCH

OPTIONS-FOUR(JOYSTICK ONLY)

COMMENT-IT IS AN EXCELLENT DUPLICATION OF THE COIN-OP GAME SCRAMBLE.THE ONLY DIFFERENCE IS THAT INSTEAD OF GOING HORIZONTALLY,IT GOES VERTICALLY.

DODGE RACER A-

GRAPHICS-FAIR

COMPLEXITY-NONE

OPTIONS-MANY(JOYSTICK ONLY)

COMMENT-IT'S A PRETTY FUN AND EXCITING GAME!!!

Atari Users Group
Come One,Come All Atari 400 or
800 users.WE want YOU for our
group.Call now and join up.At
877-4623 or 877-6342

Atari Accessories
If you have an Atari 400 or 800
and you want software,then call
us at 877-6342

GAME CORNER

SCRAMBLE

NAMED AS CAVERNS OF MARS

PRICE-\$29.95-16K CASSETTE AND DISK

YOU'VE BEEN LOOKING AND IT'S FINALLY HERE!!!

BESERK

NAMED AS KRAZY SHOOT-OUT BY K-BYTE

PRICE-\$45.00 16K REQUIRED

IT'S COMING SOOOON!!!!

*****CENTIFEDE*****

IT IS NOT ON THE MARKET YET,BUT WE HAVE INSIDE INFORMATION THAT SAYS IT WILL
BE OUT SOON,SO,WATCH THE GAME CORNER!!!

PEEKs AND POKES by Jeff Zinn

To explain what Peek's and Pokes do we must first understand how they work.

To explain a Poke command easily I'll just say they take a spot in memory and fill it with a selected number. As in the case of Poke 82,2 this sets the right column at number 2. 82 is the memory spot and 2 is the selected number. In all cases the second number can really do neat things. Some examples: Poke 755,4 this puts the writing on your monitor upsidside down. If you have ever made a program which runs for a very long time and the keyboard is not touched for 9 minutes, you will experience an attract mode. This can be avoided by typing POKE 77,0. 77 is the location and 0 shuts it off.

By experimenting you may find some very interesting POKES which may even jam your computer system, others which may alter your screen colors, and adjust columns. A very interesting Poke or group of Pokes enable you to make and use PLAYER MISSILE GRAPHICS or create a REDefined CHARACTER SET.

Peek's are very simple to use. First you must find a location, then find a value which might be in there, such as location 53279. This is used for the special function keys. One location is 6, which is the START key.

You could set up a line like this:

```
110 IF PEEK(53279)=6 THEN PRINT 'START'
```

DESIGNING GAMES by Steven Posatch

This is a special article this month. This article is for the person who went and bought their computer because they thought you can just go and make your own games. This isn't easy because there are a lot of steps to do this. This article should help you to make your own games.

The first step to this is to know BASIC. If you don't then I advise that you learn it. Once you know BASIC, you will be halfway there!

The next step is to get a very good idea for the game. Once you have that idea, you now have the base for your own game. Next, you must put your game into many routines. You should set it up on paper.

The next step is to put those routines into BASIC. (see example 1)

EXAMPLE 1:

NOT BASIC-IF FIRE IS PRESSED THEN GOTO FIRING ROUTINE

BASIC-10 IF STRIG(0)=0 THEN 780

Line 780 is the firing routine. Once this is completed, you are almost there. Now, what you must do is make your program challenging, in other words, 'soup it up'. This way your program won't be as boring.

Now comes the final step. Debug your program so that it is free of errors and all minor details are fixed. Hopefully, by now you have made a good game.

BASIC COMMANDER by Jeff Zinn

Sub routines are a very important part of programming. When I use the word sub-routine I refer to the commands GOSUB and RETURN. But there are many alternate ways of doing this, such as, with the help of IF THEN and GOTO commands.

Before we discuss the ways to use these commands, we must learn WHEN to use them. For example:

```
10 A=1:B=1:20 GOSUB 130 PRINT A:40 PRINT B:50 FOR A=1 TO 100:N.A:55 END!  
60 RETURN
```

Using GOSUB and RETURN are totally unnecessary in this case. But in the following example it is to the programmers advantage, to use them:

```
10 PRINT 'HI':C=0:15 GOSUB 100:20 PRINT 'THERE':C=8:30 GOSUB 100:40 PRINT '!!!!'  
:C=(RND(0)*5)+1:50 GOS.100:60 '?++++':C=2:70 GOS.100:80 END:100 FOR W=1 TO 100:  
NEXT W:110 GR.0:SE.2,C,0:120 RET.
```

My personal feelings about GOTO commands are unless there is no other way you can do it, don't use this command.

HIGH SCORES

ASTERIODS.....	225,950
MISSILE COMMAND.....	417,540
GALACTIC CHASE.....	21,060
STAR RAIDERS.....	WARRIOR CLASS 2
BASKETBALL.....	60
SPACE INVADERS.....	3,706
GHOST HUNTER.....	52,870
BREAKOUT.....	1,515
BOUNCE.....	768
LUNAR LANDER.....	12,000
SCRAM.....	1,008
PROTECTOR.....	29,000
CROTON DIVERSION.....	1,000
CAVERNS OF MARS.....	125,690
KRAZY SHOOT-OUT.....	23,400
JAW BREAKER.....	29,000

Remember, if you have any scores higher than the ones you see here, or your game isn't here, then talk to one of the committee members or call: 877-4623.

Thank You.

EDITORIAL by Josh Gutwill

PIRATING SOFTWARE

People have been pirating software ever since computers were out on the market. It's actually very easy to do, if you really know BASIC very well. All you have to do is write a program (or sometimes by one) that will take BINARY and save it onto cassette or disk (it's much easier to put it on disk). This is the way to pirate machine language software. If you ever write a program, that you want to sell, NEVER write it in BASIC.

Pirating software is against the law and it isn't a nice thing to do. If you made an excellent program and you sold it to A.P.X. and it doesn't sell much, but everyone is telling you how good it is, wouldn't you be a little upset that everyone has your program, but you're not making any money off of it???

Also, if you're planning on making a program that will take BINARY and save it, then you had better know ALOT about BASIC.!!!

In the ATARI USERS GROUP RULES, it states that a member MUST donate a program every 4 weeks. This rule doesn't mean we want you to pirate software, it says we would like you to donate software. What we're trying to do is give the members more benefits than just being able to get together with other ATARI(tm) users and talk computer talk.

I think that pirating software is very bad, and that if you want a program, you can-1. GO OUT AND BUY ONE!!! OR 2. LEARN BASIC AND WRITE ONE YOURSELF!!!

THINGS THE GROUP DOES

Question:What does the group do every meeting?

Answer:First we take attendance,then we collect the dues(current-\$1.00/week), third we check to see if there are any new members on the horizon.Then we ask about any contributions to the newsletter,after that we look at any magazines the member has at their house,then we go over any new rules or for new members, then the GROUP BOUGHT SOFTWARE is distributed,and last but not least,we donate our requested program for the month.

Question:What do the Committee men do with the due money?

Answer:We first look around to see if there is any good software on out that the group can afford.Then it goes through the same vote a new member would.

Question:Does the group ever DO anything together?

Answer:Yes,but not yet.The entire group(anyone who can make it)is planning to go to the next COMPUTER SHOW together.The Committee men have decided that this is definite.

USERS GROUP CONTRACT

On this day we all swear to comply by the rules and regulations of which were written up by Joshua Gutwill which give order and justice to our computer club.The proper consiquenses will be paid if these rules are not followed.The discretion will be done by the committee men and/or the members of the group.These rules shall also be enforced by both the latter.

RULES FOR USERS GROUP

1. All members must own an ATARI 800 or ATARI 400.
2. All members must attend a meeting once every 4 weeks.
3. All members must pay weekly dues. Dues must be paid in 4 weeks.
4. All members must donate programs at least once every 4 weeks.
- 4a. Two programs can be donated in 8 weeks, but this can't go on for more than 8 weeks
5. If bad conduct is encountered 3 times/week, member will be thrown out of the group
6. If dues aren't paid within the 4 week period, the member will be thrown out
7. Vacation (for 2 wk), sickness (for 2 wk), and family problems (death, sickness, etc.)
- 7a. All of the latter are the only excuses for not paying or donating.
8. All donated programs must be accepted by at least 2 members.
9. The following methods must be followed for accepting a member:
 - a. Person is brought up at meeting.
 - b. Person is voted on by Presidents, if it's a 'yes' it goes on, if 'no' it stops
 - c. Committee votes, if 'yes' it goes on, if 'no' it stops there.
 - d. Members vote if 'yes' it goes on, if 'no' it stops.
 - e. Member takes test (first 2 chapters), if 1 wrong, 2 wk trial. if more, 3 wk trial